adidas CHAMPIONSHIP

Tie-break

COMMODORE 64/128

ENGLISH

FRANÇAIS

ITALIANO

INSTRUCTIONS

ocean

adidas CHAMPIONSHIP TIE-BREAK

Tie-break brings you all the tension of the game and brings the thrill, techniques and all the other features of a real game right into your home.

Control is precise and, just like the real game of tennis, demands time and practice.

Tie-break has a training mode where you can choose the court, your racquet and opponent, thus providing you with an opportunity to practice.

The official Tie-break seeding list consists of 16 players, all of whom you must beat to become top seed. If you don't want to play in a competition, you can always play a tournament with your friends.

Tie-break offers all tennis techniques in an extremely lifelike manner because they are precisely calculated.

The presentation in television format gives the game even more character.

LOADING

COMMODORE
CASSETTE
Position the cassette in your Commodore recorder with the printed side upwards and make sure that it is rewound to the beginning. Ensure that all the leads are connected. Press the SHIFT key and the RUN/STOP key simultaneously. Follow the screen instruction - PRESS PLAY ON TAPE. This program will then load automatically. For C128 loading type GO 64 (RETURN), the follow C64 instructions.

PLEASE NOTE; This game loads in a number of parts follow on screen instructions.

DISK
Select 64 mode. Turn on the disk drive, insert the program into the drive with the label facing upwards. Type LOAD ":*",8,8 (RETURN) the introductory screen will appear and the program will then load automatically.

You can also play doubles using four players at the same time (using four joysticks). However, to do this, you need an adaptor which you can order from us at the following address:

TIE-BREAK ADAPTOR OFFER
Ocean Software Ltd
6 Central Street
Manchester M2 5NS

Please enclose your name and address and a cheque or P.O. for £5.00 (incl. P & P) made payable to Ocean Software Ltd.

Please allow 28 days for delivery.

The Court

The tennis court is in the form of a rectangle which is split in the middle by a net.

The lines which limit the court on the narrow sides are called the base lines. On both sides, parallel to the net are the service lines (or T lines). These, together with the side lines, form the service areas. The outer side lines are used when playing doubles. The service area is divided vertically through the middle by another line, thus forming the service areas for the two sides.

Racquets

Today, the racquet is made from a light material. The game depends on the nature of the raquet, i.e. upon its weight, the strings and on the strength of the strings. The tension of the strings is measured in kg and falls between 25 kg and 35 kg.

Starting the game – Service

In tennis there is always one server and one receiver.

The server always starts serving on the right hand side as he is looking at the court.

To serve, he stands in the prescribed service area. The receiver stands in a sensible place for returning the ball. The ball is served from the base line. To do so, the server throws the ball into the air using his free hand and must hit the ball with the raquet before it falls to the ground.

The service counts from the instant the raquet touches the ball. The ball must then travel over the net and fall in the diagonally opposite service area. The lines are included in the service area.

Second service

The service is repeated if:

a) The ball touches the net but falls in the correct service area
b) The ball is out
c) If the ball touches any object before landing.

d) The service is not carried out in accordance with the rules
e) The service is made before the receiver is ready

If the second service is mis-hit, a point is given to the receiver.

Changing service sides

In each game, the server starts to the right of the middle of his half of the court. The side is change for every service. Therefore he serves alternately from the right and the left to the diagonally opposite service area.

Change of service

After every game of the match, the service changes, i.e the server becomes the receiver and the receiver becomes the server.

The players swap ends of the court after every odd game within each set.

Rallies

To all extents and purposes, the game starts with the first return after the service.

The ball may only bounce once, but it can also be hit whilst it is in the air. It may touch the net and also counts if it touches the opponents body or if the player manages to hit the ball whilst it is in the air, even if it has gone out of the court (but has not touched the ground). The ball also counts if it touches the line, i.e. it is not out until it bounces outside the court, behind the line.

Losing points during a rally

A point is lost if:
- the opponent's service is returned before it hits the ground
- the ball touches the ground twice in succession
- if the ball is returned and hits the ground or any object outside the court.

Scoring

During the game, the points are counted as follows:

- after the 1st point: 15
- after the 2nd point: 30
- after the 3rd point: 40
- after the 4th point: game

The word "DEUCE" means that both players have the same points within a game (e.g. 40:40)

The word "LOVE" means that one of the players has still not made a point.

If both players have 3 points (i.e. deuce), the next point is called "ADVANTAGE". The game must now be played until one of the players scores two points in succession from "DEUCE". He then wins the game.

The first player to win 6 games wins the set. The first player to reach the agreed number of sets wins the match.

Tie-break

The tie-break is used when the score in a set reaches 6:6.

The server now serves from the right. The service then changes over and the opponent makes the next service from the left, then from the right and then service changes back. The players change ends after every six points. The first player to reach seven points wins the game.

Doubles

The outer lines of the court are used when playing doubles. Otherwise the game is the same. Both players in each team take turns in serving.

Points in the world seeding list

The placings in the world seeding list are based on the number of points won per game won and on the number of tournaments played.

THE GAME

The computer reloads a short time after the title screen. The information screen then appears and by pressing the button on the left joystick you can call up the menu.

In the menu you can choose between:

1) World tournament   3) Training
2) Tournament

The selection symbol which appears in each menu is a tennis ball. This can be moved using the joystick and it is fixed by pressing the right hand button.

1.0 WORLD TOURNAMENT

You play an active part in the world seeding list. Any game you play will affect your placing in the seeding list, which is where the current score is stored. By winning individual games you collect points for the seeding list. Your current points total can be read from the seeding-list.

1.1   Load Team/ New Team: If you have already played within the seedings, you can recall your old score by selecting "Load Team".
        If you want to start with a new seeding or if you want to choose a new team, select "New Team" using the joystick. Once you have made your selection, press the button on the right hand joystick.
1.2   Now choose the number of players. You can also include several computer players which leads to faster and more interesting changes in the seedings. If a computer player is meeting another computer player, you can choose whether you want to watch the game or not ("Watch game Yes or No").
1.3   When you have established the number of players, the photographs of the players appear.
        The computer has 16 seeds in memory, together with their photographs and descriptions (see also 3.2).

As well as the photograph, you can also choose whether these players are to be controlled by people (human) or by the computer. By selecting "OLD" you can carry over stored pairings.

If the player is controlled by the computer, he is automatically assigned a name and character.

If the player is controlled by a person, you can change the name using the keyboard. This means that each player will be given a new identity from his name and characteristics.

1.4   Once you have specified the characters, if you want to play with more than two players, then you can assign the relevant ports.

1.5   You can then choose your racquet. Racquets are classified by the string tension (20 - 30 kg) and by the weight (light - L and medium - M).

1.6   If several players are taking part in the game then this menu will be repeated for each player.

1.7   Once everything has been decided, go to "Save Team". If you want to change anything, go to "Undo" and the menu will be repeated.

1.8   Finally you have to select the tournament in which you wish to play:

Tournament	Surface (see 2.2)
Australian Open	Artificial grass
French Open	Clay
Wimbledon	Grass
US Open	Clay
Masters	PVC
Davis Cup	PVC

1.9   The computer will then indicate who is playing whom (ok).

1.10   The players will no longer be displayed with their descriptions (ok).

2.0 TOURNAMENT

This part enables you to organise a tournament amongst your friends. Here you play amongst each other and create your own seedings. All scores and tournaments can be stored so that you can take breaks during a tournament.

2.1   Load an old tournament or start a new one.

2.2   Choose the surface

Surface	Characteristic	Colour
Grass	Fast	Green
Clay	Medium	Red
Artificial grass	Medium	Grey/blue
PVC	Fast	Grey/red

Each surface has special characteristics in relation to the speed and bounce of the ball. These are, of course, very apparent during the game.

2.3   Choose singles or doubles
2.4   Number of games
        The number of games to be played is displayed.
2.5   Enter the names using the keyboard
2.6   Choose the relevant port (for more than 2 players)
2.7   The computer will then indicate who is playing whom.
2.8   Each player can now choose a racquet (see 1.5).
2.9   The "Match" part starts.
Games which are played as part of a tournament do not affect the seedings.

3.0 TRAINING

Here you can practice using all combinations of racquet, surface and partner.

3.1   Choose singles or doubles
3.2   Choose whether the participants are to be controlled by people (human) or by the computer.
        You can choose to train with any of the other 16 players in the seeding list. You can choose from:

1.
   Name: Igor Przscht
   Age: 25
   Weight: 68 kg
   Country: Czechoslovakia

3.
   Name: José Sanchez
   Age: 27
   Weight: 72 kg
   Country: Argentina

2.
   Name: Bernd Bröckel
   Age: 22
   Weight: 74 kg
   Country: West Germany

4.
   Name: Franco Plazzo
   Age: 24
   Weight: 69 kg
   Country: Italy

5.	Name:	Adonis Garides	6	Name:	Bob Hunter
	Age:	25		Age:	24
	Weight:	78 kg		Weight:	72 kg
	Country:	Argentina		Country:	USA
7.	Name:	Joshua Slize	8.	Name:	Miles Ford
	Age:	28		Age:	25
	Weight:	82 kg		Weight:	67 kg
	Country:	USA		Country:	GB
9.	Name:	Manfred Kleimann	10.	Name:	Pjotr Wasek
	Age:	29		Age:	25
	Weight:	72 kg		Weight:	69 kg
	Country:	West Germany		Country:	Czechoslovakia
11.	Name:	Heinrich Lehnhard	12.	Name:	Olaf Niström
	Age:	29		Age:	25
	Weight:	72 kg		Weight:	79 kg
	Country:	France		Country:	Sweden
13.	Name:	Nils Stag	14.	Name:	Charles Thompson
	Age:	26		Age:	24
	Weight:	70 kg		Weight:	69 kg
	Country:	Sweden		Country:	GB
15.	Name:	Pierre Deux	16.	Name:	Ramires Estabienne
	Age:	28		Age:	28
	Weight:	76 kg		Weight:	76 kg
	Country:	France		Country:	Italy

3.3 Choose your joystick port
3.4 Choose your racquet (see 1.5)
3.5 The menu is repeated for the other players
3.6 Now you can choose the length of the game. This determines the number of sets you have to win.
You can choose between:
"Best of three" (you have to win 2 sets)
"Best of five" (you have to win 3 sets)
3.7 Choose your playing surface (2.2)
3.8 Start the "Match" part.

4.0 MATCH PART

4.1   Controlling the players
Now we come to the most important and the hardest part of the game.
First of all, you do not need to move the player since he moves to the ball of his own accord.
In this game, the joystick is used to incorporate extremely realistic shots such as top spin, slice, smash, volley, stop and lob. Each shot is calculated extremely accurately and realistically.
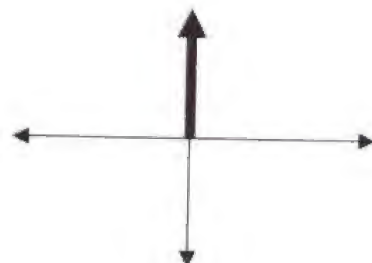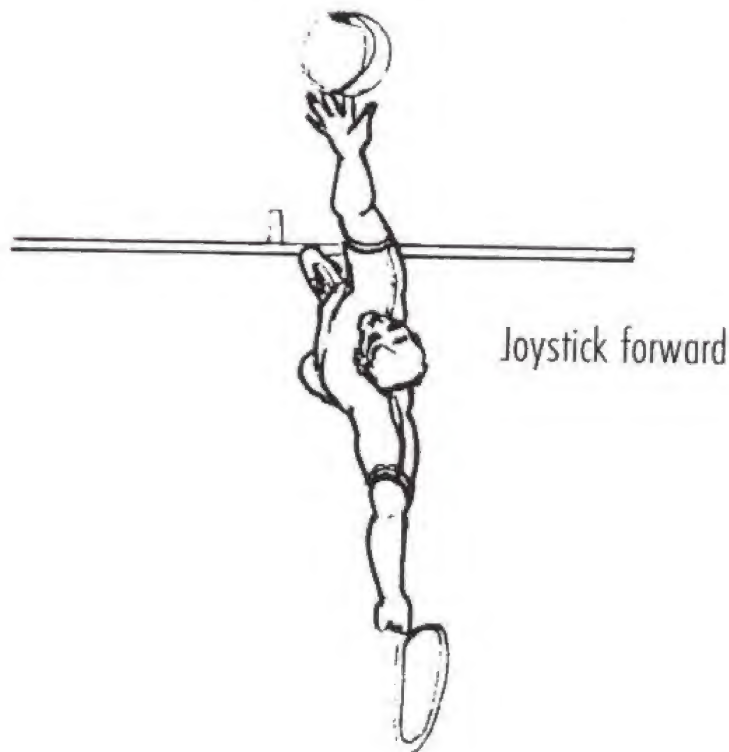
4.2   The service
You do not have to select the direction of service, but you do have to choose the length and cut.
Joystick forward = swing time = length of shot
Joystick forward, right, left = smaller cut

SERVICE

Joystick forward: The player swings his arm back and remains in this position

Joystick forward

Release joystick: The player hits the ball

Release joystick
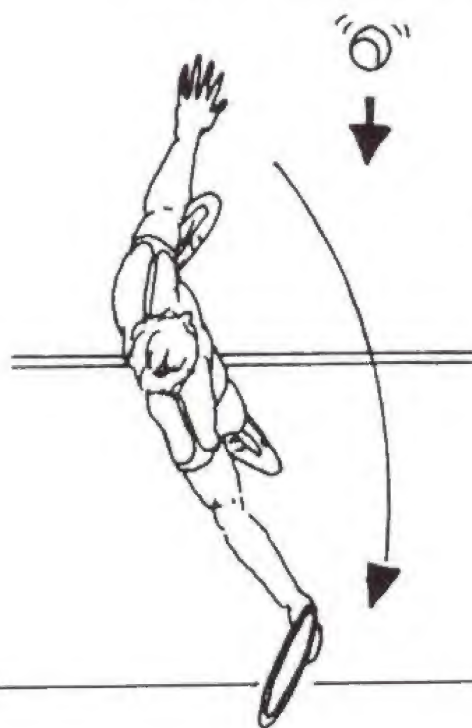(back to middle position)
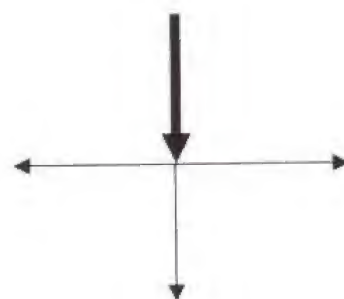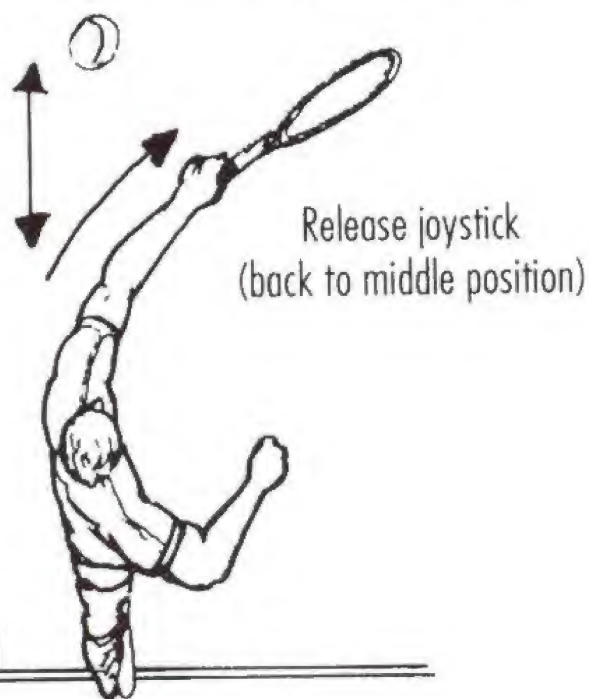
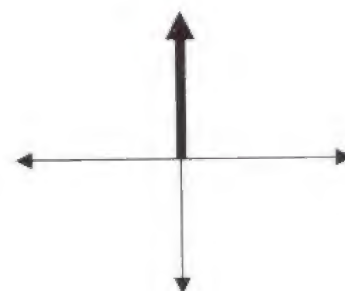4.3   Forehand, backhand
    a) The computer decides whether you play forehand or backhand. You only use the
        joystick to direct the player or the ball.
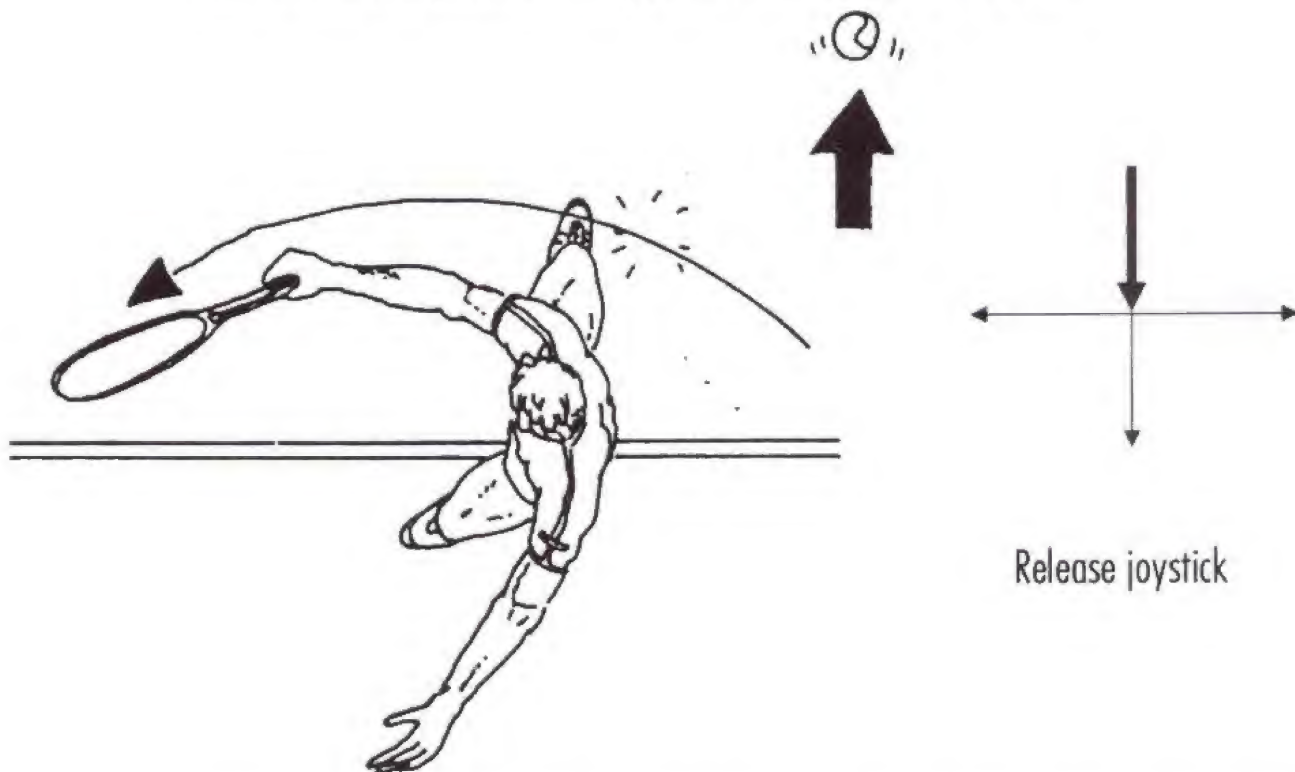   All shots are based on the following principle:

        Pushing the joystick forwards = Swings the player's arm back


Joystick forward

The shot is not played until you have released the joystick

"⟨⊘⟩"

Release joystick

This means that you can stop the player during the swing for as long as you like. This is important because it allows you to determine the direction of the ball. As in the real game of tennis, this depends on the angle of incidence of the ball. By slowing down the shot you can determine when the racquet hits the ball. If the racquet meets the ball in the middle position, the ball will go straight forward.

If it meets the ball at the start of the shot, the ball will go to the right.

If it meets the ball at the end of the shot, the ball will go to the left. (Of course, this direction depends on whether you are playing a forehand or backhand shot).

left range

forwards

right range
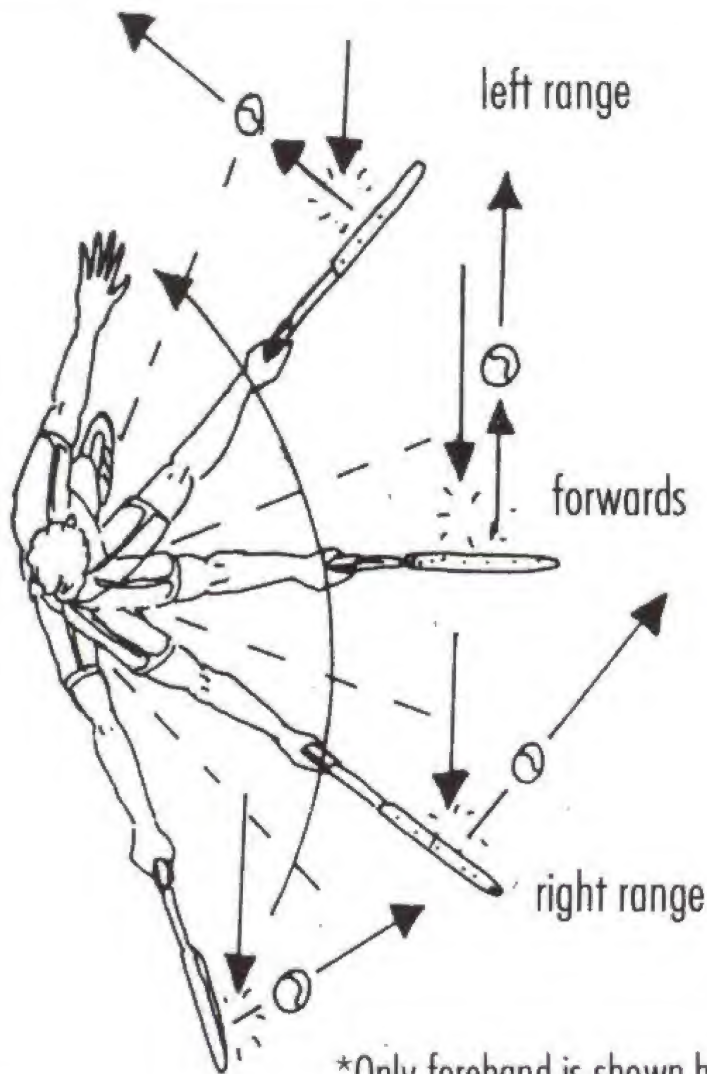
*Only forehand is shown here

You can see that it is not so easy to release the joystick at precisely the right moment. As in the real game of tennis, you must first get the "feel" of the ball.

Until now, you have only hit short balls. If you want to hit a long ball, before you move the joystick you must press the left fire button and hold it down until you have played the shot. This combination also requires some practice.
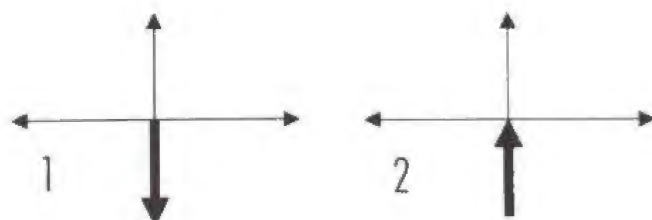
Stop ball: To play a stop shot by moving the joystick to the left (swing/ release = shot)

joystick to the left
(swing)

Release Joystick
(hit)

1

2
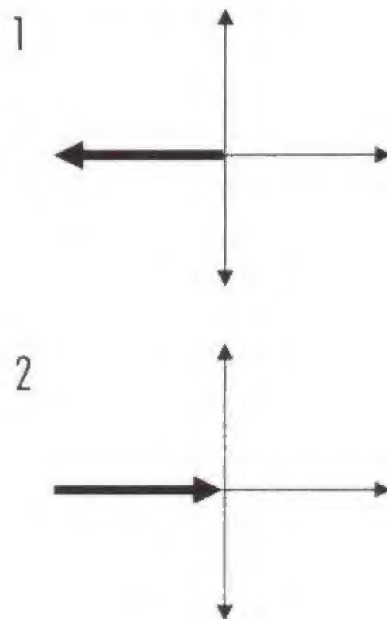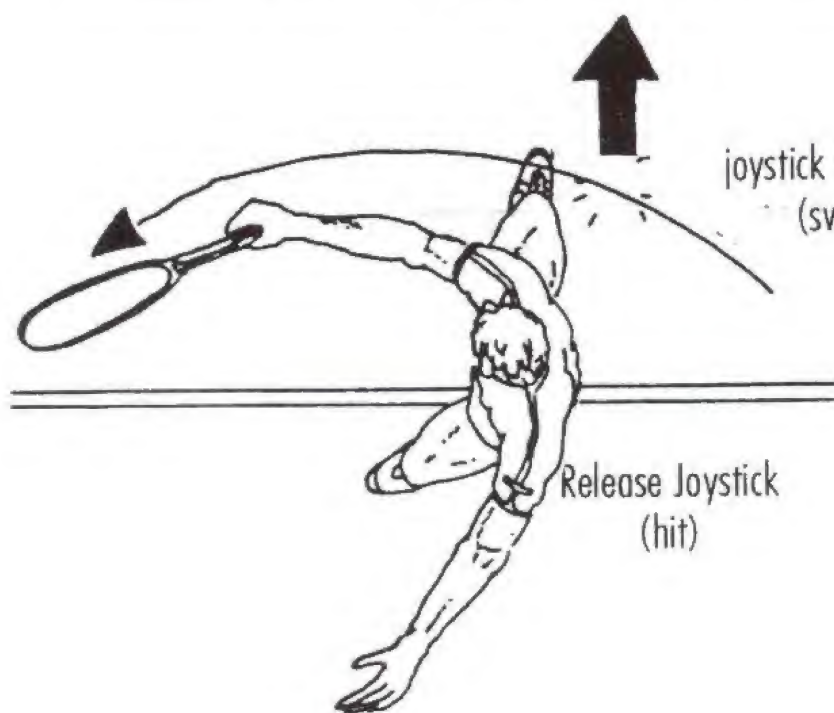
Top spin: You use top spin by moving the joystick to the right (swing/ release = shot)

Joystick to the right
(swing)

Release Joystick
(hit)

1

2
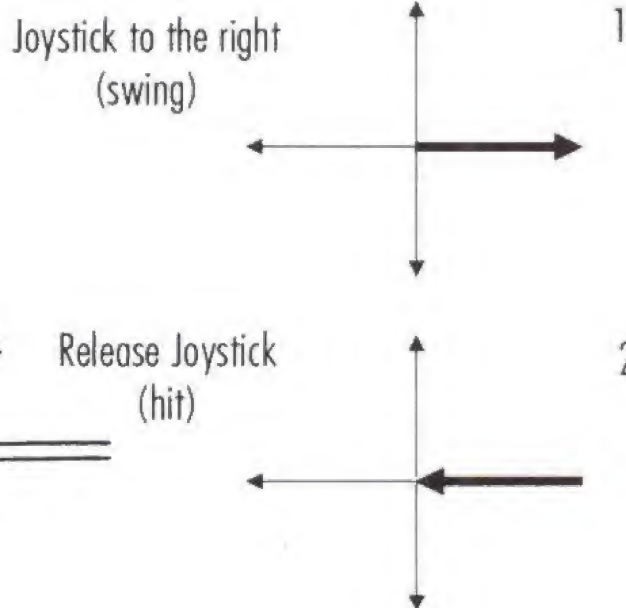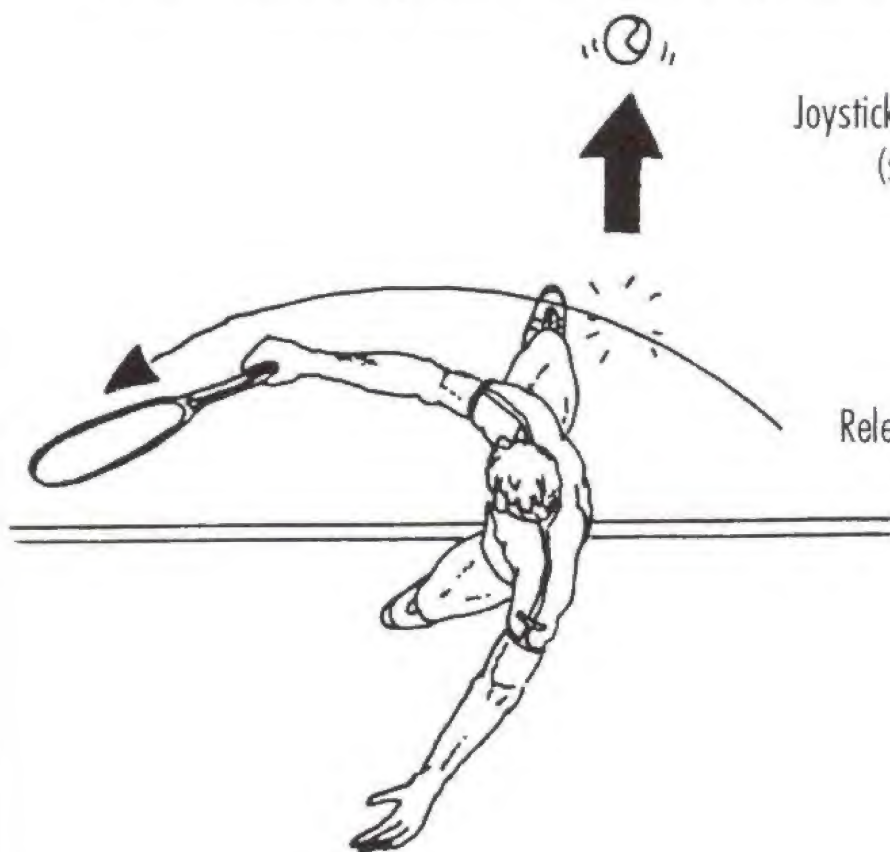
Lob: You play a lob by moving the joystick backwards (swing/ release = shot) (see 5.0)
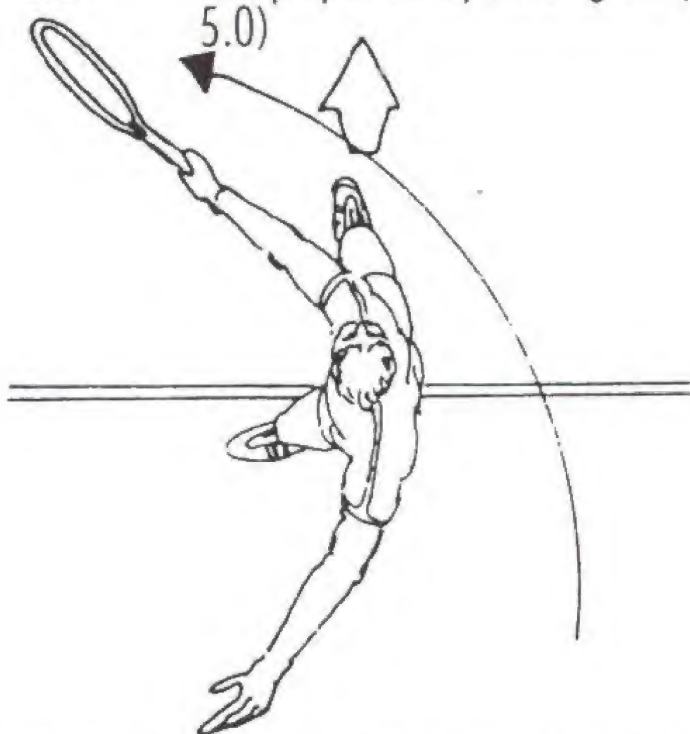
To explain this again: A simple shot is always played by moving the joystick forwards and then releasing it. The computer decides whether you play a forehand or backhand shot. For all other shots, move the joystick in the required direction, rather than forwards.

All shots can be speeded up by pressing the fire button, i.e. they can be played long.

Smash: If you want to play a lob and the player looks up, press the fire button, push the joystick forward towards the net and then release it. The player will then smash the ball.

Playing at   If the player does not hit the ball, he can be moved to the net by pushing the
the net: joystick forward. The next time the ball comes towards you, it may pass you because your opponent has played a long shot. You will, therefore have to run back. Since the computer controls your player, it recognises the long ball and automatically runs back. However, if you stay put, you can hit the ball in the air, i.e. play a volley. When doing this, you should not press the button or the ball will go out.

The hardest shot is the "DROP SHOT". This is done when you are standing at the net. It is possible to hit the ball just over the net and to play it extremely short. There are two possibilities:

1.   The racquet hits the ball in the middle of the swing
2.   It hits the ball in the almost vertical position after a very short backswing.

All these complicated shots can only be learned correctly through practice. However, if you first master the different types of shot, the game will become addictive.

Once the winner has been found, the menu is repeated (ok).
If you are playing "World Tournament", your current placing in the world seeding list will be displayed.

5.0 TACTICS

The aim of tennis is to outplay your opponent, or to play in such a way that your opponent is forced to return the ball incorrectly.
There are a few "trick" shots which you can use for this.

1. Stop ball: You slice the ball so that it stops short when it bounces and can also bounce in a different direction.
2. Top spin: You slice the ball so that it speeds up when it bounces.
3. Lob: You can use this shot to play the ball over your opponent, i.e. you play the ball so high that he cannot reach it properly or even at all.
                     This shot is generally used when the opponent is standing at the net or is at the front of the court in an unfavourable position.
4. Smash: A powerful shot played in the air.
Net play: You can surprise your opponent by suddenly moving forwards so that you can hit the ball whilst it is in the air. You are able to very quickly shorten the length of the ball and to play it at a tight angle towards the side lines.
Passing shot: The passing shot enables you to mislead your opponent, i.e. you catch him in the wrong position to return the shot and the ball passes him.

Of course, it is always possible to make your opponent run backwards and forwards from one side to the other, or you can have a long rally and simply try to return the ball until your opponent makes a mistake.

After a few games you will certainly be able to develop your own tactics. But one thing remains the same: stamina and complete concentration are important.

6.0 NOTE ON DOUBLES

Doubles is a game which clearly requires more concentration, since it is faster and it is easy to misread the situation.

7.0 ADDITIONAL FUNCTIONS

P – Stops the game briefly

Q – This key is used to end the game early. The outcome of the game will be calculated on the basis of the performance of the players up to this point.

Z – Slows down the speed of the game.

Each game is stored automatically and can therefore be continued at a later date. This works differently under points 1.0 and 2.0.

1.0 World Tournament:

When you store a game under your own name you naturally also store the current seedings.

However, each name can be changed again, i.e. you can replace the computer with people at any time by selecting "New Team" from the initial menu.

2.0 Tournament:

Here again all tournaments are stored so that you do not have to complete an entire tournament on a single occasion (Load tournament A, B, C).

However, a match will not be stored until it has been completed (even using the Q key).

The players have a short rest after every odd set and at the end of the game you shake hands. The computer then reloads. You must now wait for a moment before your winner's picture appears.

THIS SOFTWARE PRODUCT HAS BEEN CAREFULLY DEVELOPED AND MANUFACTURED TO THE HIGHEST QUALITY STANDARDS. PLEASE READ CAREFULLY THE INSTRUCTIONS FOR LOADING. If for any reason you have difficulty in running the program you may contact The Ocean Helpline direct by telephoning 0626 332533. However if you believe that the product is defective, please return it direct to: Mr Yates, Ocean Software Limited, 6 Central Street, Manchester M2 5NS.

Our quality control department will test the product and supply an immediate replacement if we find a fault. If we cannot find a fault the product will be returned to you at no charge. Please note that this does not affect your statutory rights.

Programmer	:	Andreas Seebeck
Graphics	:	Michael Bohne, Frank Ziemlinski
Sound	:	Ronald Saake
Sound FX	:	Michael Scheer